

me? work profession?
(intention) in developing SSD.org?
the above
with SSD.org came together?
in Oct 24 2009?

adgimail.com.

09. by the
we in that time. 24 Oct 09.
09. 5-7 23 Aug 09
Iteration 1st iteration
D

chwe/lab is on blackboard.

notes -

SSD & mure_350

Lecture Monday 24.8.09.

Iteration 2: Functional Delivery - Requirements.
Look through weeks 5 folder + week 6 Folder.

Requirements Determination → fishing expedition → collating what
① Process ② Structure ③ Logic

• Structure - what stuff are we dealing with / how it is

F.R - ERD - entity relationship diagram

F.R • process - what happens to this stuff - transformation of information

• logic - looking at detailed things that need to change.

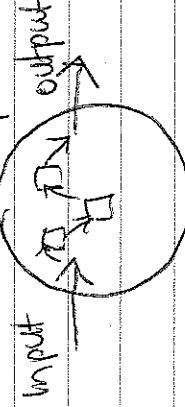
How to capture processes

System - what happens inside the system

- what happens outside the system

Functional decomposition - breaking down stuff till we find what we will use.

Inputs to system
Functional Decomposition



outputs to system.

Data Flow Diagram - a way of structuring the info we gather leading to a functional requirement.

- physical existing

- logical existing

- logical new

- physical new

The system shall ...

The user can ...

Audience MAP

Lines of influence between groups etc
350 - campaign - started in class.

KNOWLEDGE BASE	
Know	Don't lose it.
Uncertainty	Keep info.
Don't Know	Does it matter.
Important	
NOT	VERY

• output of planning gone in functional require mnts.
• strong through our
• wiki
• Scrum meetings

working out what we don't know & what we need to find out.

who is the client
ella lauten

- ① what is the client's business
- ② what is their mission statement
- ③ what is client key performance indicators? what is her involvement in the org. 350
- ④ what is the business opportunity for this project?

⑥ How did that arise?

⑦ At a high level we measured what involving struc

⑧ If they client have offer them? e.g. find

⑨ Approach HR comp (instead of IT) via interview

⑩ Our evidence portfolio (what we have done)

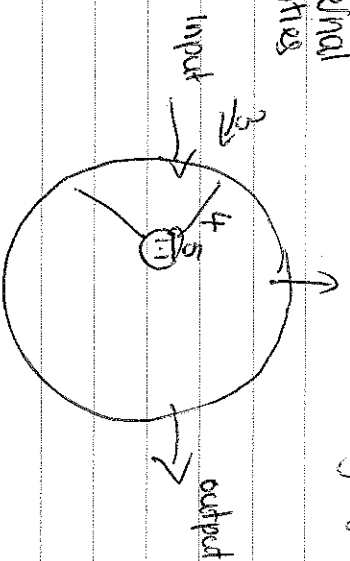
⑪ Our SCRUM meeting are complete sentence

⑫ Why is an appropriate sy you

⑬ what is the nature of want to be involve

⑭ what factors would experience of group time frame financial

③ external entities



game_350

Instructor → Teacher

input - display questions

- readability

- understood question

Qualities of good Function

2.1 Necessary -

2.2 Verification

2.3 Attainable

2.4 Clear - concise

2.5 Complete

2.6 Consistent - no

output - display answer

- display feedback

- easy to read

3. Common Pitfalls

3.1 Language

The

Entity Relationships

Thursday Meeting 27.8.09.

3.2 Avoid

a) are, is, must

b) ambiguous

has many per

4 p

QR 5

b) be spe

c) we are in

not X

d) poor assu

e) operators -

resource - game

0. Campaign - event

Friday Lab 28.8.09.

Data Flow Diagram

GRD Diagram

Functional Requirement

→ need → essential characteristic

→ what the system has to do.

non functional requirement → what system has to do.

data requirements
security
interface
constraints

what the user needs to be able to do,

The system shall enrol students

4. Prioritise To Communicate

5. FR are ongoing - emb

Return to first part

• have a

Functional Requirements written by Monday.
The system shall ~~help~~ ^{help} students ~~to~~ ^{to} increase ^e their knowledge of environmental awareness.

3-2

The system shall be info/active about climate change.
The system shall ~~be~~ ^{have} a good interesting pleasant interface.

The system shall have a points scale for correct answers.

The system shall give positive feed back to users.
The system shall give users a variety of questions on planning food and environmental issues.
The system shall

3-4

2 No. of users Authn-00

Principle
3-04 E

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or plug

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3-14 F

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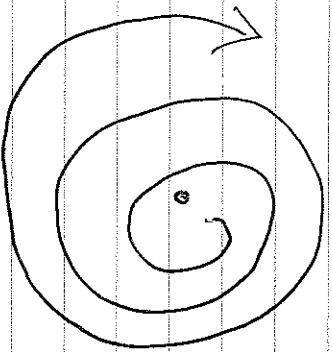
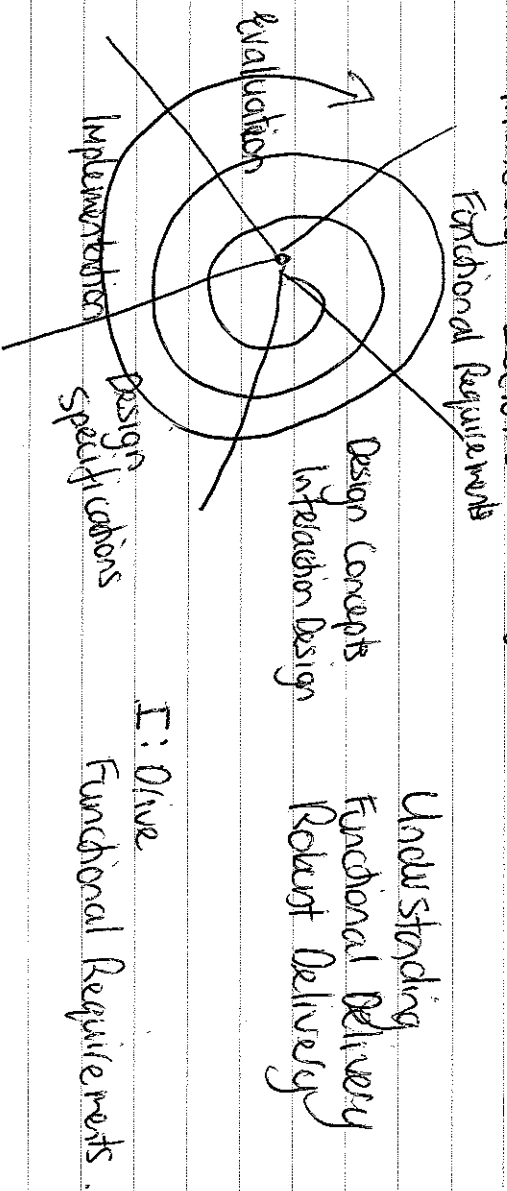
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Monday Lecture 17.8.09.



proposal
prototype
letter client

• set email of with address
• group name.

2 minute pitch to sell game idea.

a digital version of our game idea

two is what we want to do

what we have done " " how we will do it

" " our target stakeholder.

what we will do what is our game going to do
purpose of it.

prototype screen shot.

has does game relate to 350 project

what message does it get across.

2 minute ready for Friday.

can email after with questions.

Functional Requirement -
what does the system

Game 350

user - child (student)

- prior knowledge - instru

The system shall - provide

- provide

- provi

- save

- provi

- prov

-

Tuesday 18.8.09

Q's what is a

Q's what are the

who are

what is

what is the

who will

what can be
of global use
what will map

Functional Requirement - For Game_350

What does the system do - From the perspective of the user from the interface when user interacts with it

Game_350

user - child (student)

- prior knowledge - instructions

The system shall - provide instructions from

↑ user will access

- provide win/loss (game play) - user play s

- provide scores - high - win score

- save game - add name (user) - user can save game

- purpose of game → - for user to be

- provide levels of play about climate

Tuesday 18.8.09

Q's What is carbon dioxide?

Q's What are the effects of carbon dioxide?

Who are the members of 350.org?

What is the purpose of the members of

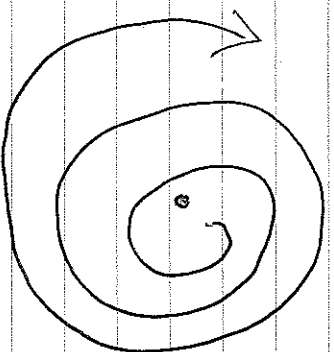
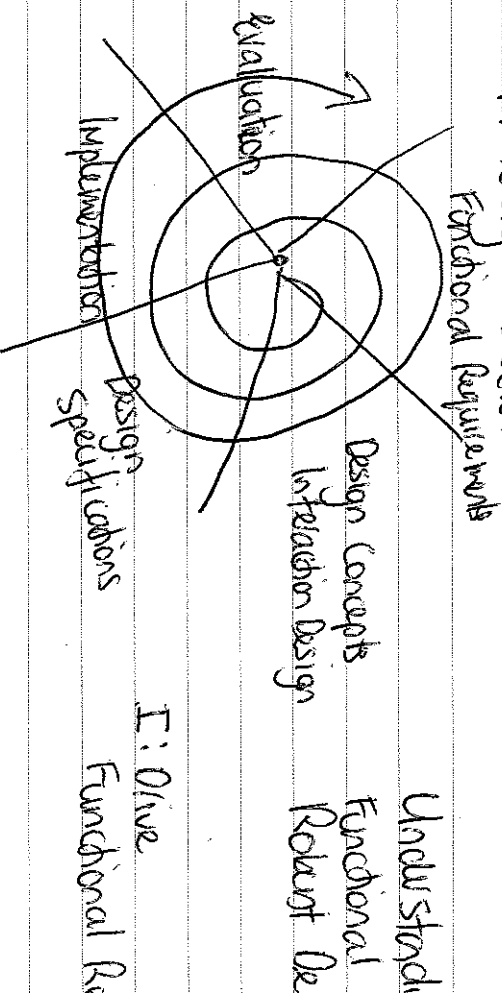
~~What is the~~

Who will be effected by global warming?

What can be done by people to help either less of global warming?

What will happen to our environment if we people do

Monday Lecture 17.8.09.



proposal
prototype
letter & client

• set email of wiki
• grr

2 minute pitch to sell game idea.
a digital version of our game idea

this is what we want to do

what we have done " " has we will do it

" " our target stakeholder.

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2 with ready for Friday.

can email ella with questions.

Audience MAP

Lines of influence between groups etc
350 - campaign - started in class.

KNOWLEDGE BASE

Know	Don't lose it.	use
Uncertainty	Keep info.	Need to find out

• output of
in french
• staying the
same in
• wiki

Don't Know	Does it matter.	Find out :
Important		VERY
NOT		

working out what we don't know & what we
need to find out.

who is the client

① ella lauter

② what is the client's business.

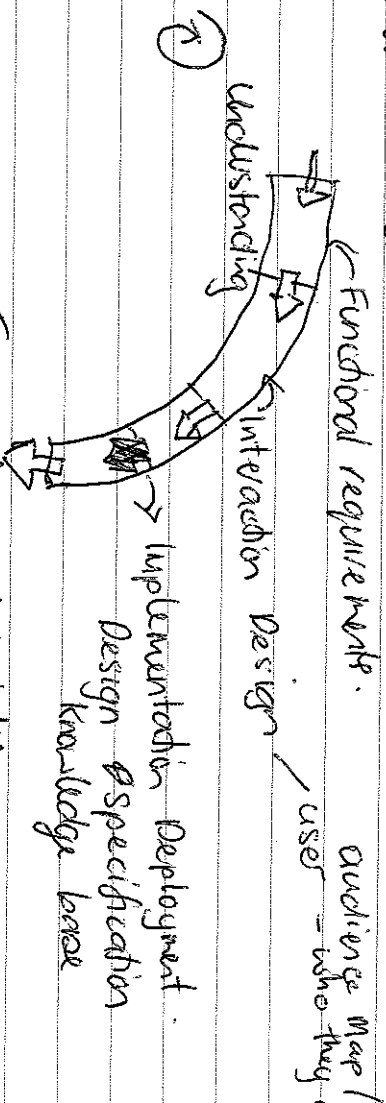
③ what is their mission statement

④ what is client key performance indicator? what is
involvement

⑤ what is the business opportunity for this project
(for ella)

• education for
adviser.

What barriers.



Types of Stakeholders.

③ Remote

- remain at a distance.

but are affected/

influence or could

be direct/directly affected.

② Indirectly

- influence one

← affected by interact with project.

① Directly

- influence one

← directly interact with project.

④ Societal -

- macro

- missile - distance - government - school.

- background - building up over time.

The Themes - affected by the above.

• Project both development & solution.

• Influence - affects & affected by. drivers impacts

• Multiple scales - spatial, temporal - time effect

• demographics, species, resource ecosystem.

will people be using our project in yrs

will it still work?

will it still be of interest?

• Interaction - people interacting with our system

- expand on this concept.

these are the important things we need to know in relation to the product.

Thursday 6.8.09 group meeting

group management plan

Interview with client ✓

Ethical design

System metaphor - You keep what you see.

Conceptual prototype

Proposal to client

Thursday 6 Aug 09.
meeting

filled in group management document

filled it out to wiki. edited.

sent client wiki address.

will sign document in class.

Friday lab 7.8.09

What have we accomplished since Wednesday?

group meeting - group management plan
printed ready to sign

What do we need to accomplish today

Functional requirements

Audience map

Knowledge base

Trying to understand who our audience is
a bigger picture.

guiding people who don't know
visibility -

you reap what you sow

farmer

decision

seeds

earth

weather

fields

being fenced in
right choices lead to good crops.

bad choices lead to bad crops & poverty.
ploughing fields - paddocks -

taking care of crops
tending to soil

get back what you put in

decisions made now will affect future
generations.

the seasons

weeding out of neighbours.

good relations all round.

planting trees

animals

shearing time

chooks

hay making - sheds - barn
silage

lambling

winter food

drought

storms

planning ahead

weather & costs

~~everyone has to~~

act global think global

Johnny is now an adult
for an organisation or
on global warming - g
country & country leaders

350

Tuesday 10:30 HS17/HS

- making people aware of their environment
- sustainability awareness
- lifestyle changes that make a difference
- transportation changes
- recycling
- increasing educational knowledge of environment
- global
- setting examples
- informative, wide spread, internet
- Food festival
- " anyone has to get involved.
- " giving new tools to use
- " act global think global
- " turn out of people will influence government
- " guiding & providing resources to make a difference.

→ Bobby goes on a march with his school friends.

people ignorance about 350 - why people know why they should involve

- transporting
- people carpooling
- cycling
- walking

Food festival - bring people together

- sharing environmental information
- finding out what people already do
- people learning to grasp their own

giving new tools to use - Johnny came home from school with a CD of on environmental issues, the whole family watched it.

o mental issues.

Playing with the cards we have been dealt with

Has to change behaviour of a child of 4 years

- communication
- bribery
- lessen privileges.
- visually - young older children as

Learning from experience
short term result > punishment - discipline

rewards

might be to young to understand
talk at their level

empathy, explaining with a metaphor.
lead by example.
set boundaries.

explain consequences

Has to produce a system that does some of the a

Wednesday

5.8.2009.

Functional Requirements:

1 Iter. • produce functional requirements at our meeting
6 Aug. 09.

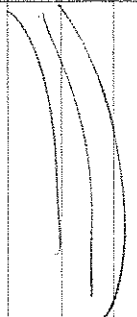
2. Iter. The system shall...

OR The user can...

1st Iter user experience - what is the user trying to achieve

eg little Bobby wants to eat an icecream
we are looking at what type of
or type of cone it is or flavour

what we do all the time



understanding
instruction
evaluation
communication
steering

• Metaphor for problem? Some people have more of a
What is the problem?

metaphors for problem -

- moving levers - if don't, gets out of control
 - if done, stays tidy & short.
 - combination of people & machine.

• religion - trying to get people to believe.

- a cause

- audience - everyone

- individual responsibility

• driving force

• clear set of guidelines

- mix of myth &/or evidence.

• turning the tide - changing natural behaviours

- long history to change

apt.

Meeting with ella.

Monday 3

Erin

Morgan

Rex

informative - reducing carbon

what climate change, can we
them. bring it

tools — enviro. schools

> on the 24 October 09

• pens with 350 on them.

• trial game what does it have

Lecture Monday 3 Aug 09.

Q understanding → what problem a
communication - group
client

stakeholder

1st iteration • Functional requirements - what does

• Interaction Design

• Design specification - common

• Implementation

• Evaluation

resolving the
referencing

system metaphor

• my cat is a lemon.

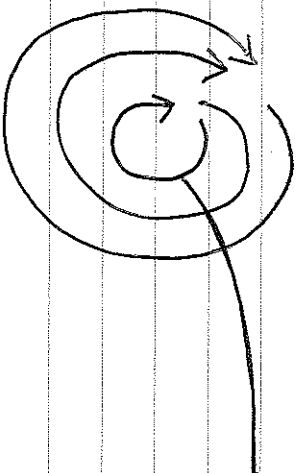
the whole world's

shopping cart (metaphor)

Metaphor - an understanding of the whole system.

Week 2 Blackboard 81.140008.doc Group work.
Wednesday 29.7.09 Lab.

350



Understanding

• what they want

project

client

what they want

350.019

Food festival 24 Oct 09

↳ what can IT offer

Next week: group

with Ella

↳ support promotion

↳ community outreach

↳ interactive software

↳ focus on regions/schools

↳ natural behavioural change

↳ TV after school - tips

daily basis

- video clips

↳ planning trees

↳ 350 cars off the road.

↳ big screen

↳ cycle ways

↳ digital billboard

↳ backs of buses

↳ 350 tips at startup

↳ inside pollster

↳ kids games

↳ 350 blackcat

↳ interactive landscape so

networking

↳ bulletin board for companies

↳ advert - search engines

google

bing

SDLC is any logical process used by systems analyst for developing an information system. This includes client requirements, validation & training.

Results should be a high quality system that meets clients needs, is completed within time and cost estimates, works effectively and efficiently in the current planned information Technology Infrastructure and is inexpensive to maintain and cost effective to enhance.

Method is rooted by Agility
methods & practices which embrace change.

Lightweight Methodologies

Appeared in three different continents
Europe, Australia, America.

Context: The parts that precede & follow a word or passage
fix its precise meaning.

XP - five values

environmental context:

- ① Communication
- ② Feedback
- ③ Simplicity
- ④ Coverage
- ⑤ Respect

ethical Design;

System metaphor;

conceptual prototype;
trial model.